

INSTRUCTION BOOKLET

TAKE YOUR GAME FURTHER

Analog Control

The Challenge Will Always Be There.

FRANKIE AEGIS GAINSBOROUGH

and

OFFICIAL STRATEGY GUIDE

NATALIE TAUTOU

THE MOON

"DESIGN FOR LIVING"

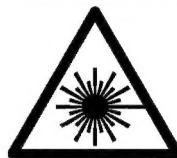


Allow adequate room around you during game play.

WARNING



High voltage can cause an electric shock. Do not open other than service personnel.



LASER RADIATION



Graffiti is art. However, graffiti as an act of vandalism is a crime. Every state/province has vandalism laws that apply to graffiti, and local entities such as cities and counties have anti-graffiti ordinances. SEGA condones the violation of these laws in any form.

CAUTION - Motion Sickness

CAUTION - TV Screen Damage

Put on and tighten the wrist strap.

CAUTION

Caution

Violent play is dangerous.

Be careful of the raised platform when stepping on the dance stage.

DO NOT SWING THE GUITAR

SERIOUS INJURY MAY RESULT.

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain.

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

This video game psychologically profiles you as you play.

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Nothing is true, everything is permitted.

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This product generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

"WINNERS USE DRUGS"

This Ain't No Game.



Well, here we are again.

Some of you are probably itching to get into combat already. If you are dead set on being that foolhardy, there is probably nothing I can do to stop you. Take a few pieces of advice, however, before you go running off to your death.



IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
**ONE WRONG BLINK
AND YOU'RE
DEAD.**



Who says life is fair?

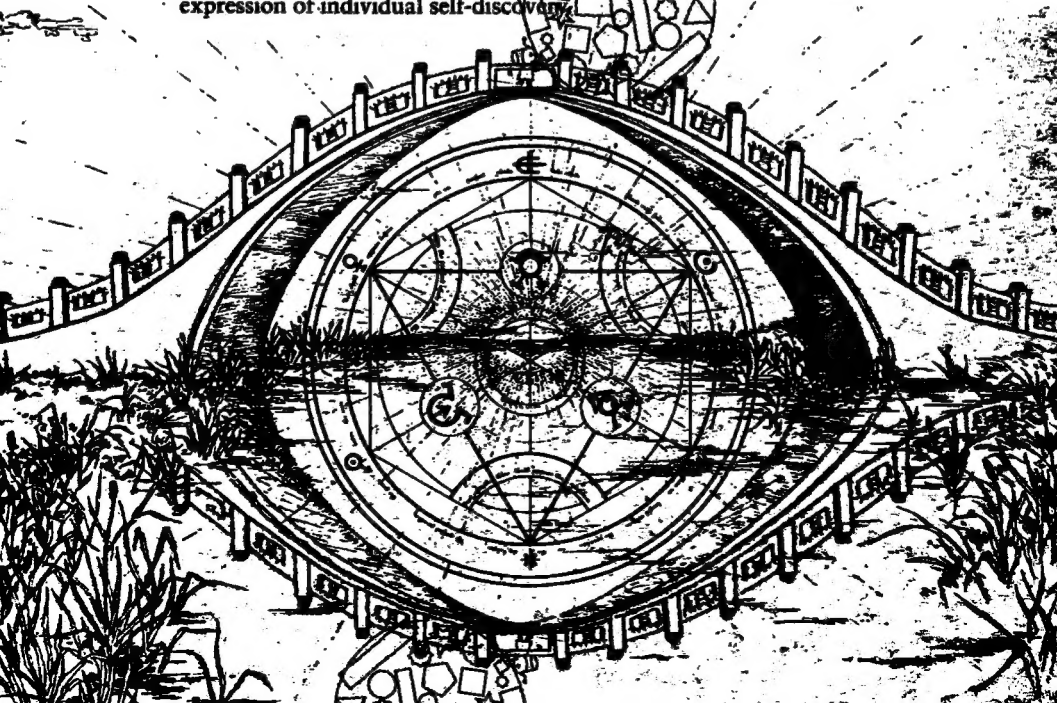
Metamorphosis

The transmutation of the mind to magical consciousness has often been called the Great Work. It has a far-reaching purpose leading eventually to the discovery of the True Will. Even a slight ability to change oneself is more valuable than any power over the external universe. Metamorphosis is an exercise in willed restructuring of the mind.

Students strengthen their magical will against the strongest possible adversary — their own minds. They explore the possibilities of changing themselves at will and explore their own occult abilities in dream and magical activity.

There are rituals in this book, yes, but they're guideposts, not holy writ. I wrote them so that others, using them as general guidelines, could create their own.

This is not a book of old methods, ancient rituals, and decayed ceremonies but an instruction manual which, together with the parts and tools needed to build it up, can create for you a system that is not merely up to date, but is designed for your own future and for the twenty-first century, not the fifteenth. It may contain some surprises, some subjects that may not appear to be immediately relevant—but everything mentioned is important for the energy to develop a genuine self-hood (presumably during adolescence), present that confident ego on the world stage, and take pride and find pleasure in the creative accomplishment that is the healthy expression of individual self-discovery.



STARTING THE GAME

Once the automated installation and set-up are complete, the game is ready to play. To start:

- From the Title Screen, press the Start Button to get to the Start Screen.

From this menu, you can launch a new game, resume games in progress or access the configuration options.

BEGINNING AN ADVENTURE

Before you begin an adventure, you must first create an "Adventure Journal" to record your travels. The Adventure Journal records the current strength levels of all characters, inventory of equipment, and all other events that have occurred on your adventure.



Beginning a New Game

When beginning a new game select **New Game** from the menu, and you will be asked to enter the name of the game's hero. This is the character you play throughout the story—you alter ego, if you will.

Continuing a Game

If you wish to continue a game, press the **+** Button up/down to place the cursor on the data of your choice, and press A. You should periodically save your game in case it is accidentally turned off. You can continue the game from where you have last saved it.



You and YOU ALONE are in charge of what happens in this story.

Save Slot	File Name	File Size	File Type
Slot 1	10100	10100	10100
Slot 2	20100	20100	20100
Slot 3	30100	30100	30100
Slot 4	40100	40100	40100

There are dangers, choices, adventures and consequences. YOU must use all of your numerous talents and much of your enormous intelligence. The wrong decision could end in disaster—even death. But, don't despair. At anytime, YOU can make another choice and alter the path of your story.

Note: Absolutely do not pull out when the game is loading.



La la la la-
oh, what fun!



CHARACTER SELECT

With the transition to the *recollective-analytic* level the psychedelic subject no longer is concerned with most of those phenomena to which he responded so intensely on the *sensory* level. The external wonder world of heightened and distorted perceptions no longer is of much importance and the perceptions may become, with a few exceptions, normalized. Odd psychical phenomena, such as dissociation, may no longer occur unless serving some specific purpose. This same trend towards elimination of the nonfunctional may be observed in the case of the eidetic images. These images no longer are only aesthetic but become increasingly purposive, serving to illustrate or otherwise illumine the subject's exploration of self. In short, the voyage inward now is under way and will, if fully successful, find the subject traversing his present level to reach the *symbolic* and, finally, the *integral* level—the ultimate drug-state goal of the psychedelic journey.

Creating a Character

Once you log in and select a game server, the Character Select screen appears. It lets you create, manage and delete characters.

Your character is a representative of you in the game world. Your character will follow your commands, and perform actions as you require. It is up to you to make the character that best suits you and suits your style of play.



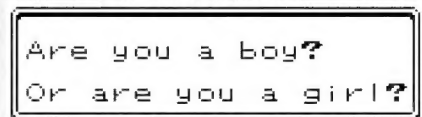
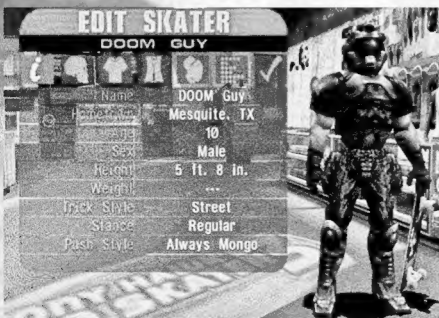
PROFILE

To give your character an identity, create information in nine categories. Select **NEW** to erase any current data and give yourself a blank slate; **LOAD** to upload existing data; **SAVE** to save the displayed data; and **EDIT** to change existing data or input original information.

BODY

Select a body for your character. Press the **Directional buttons** (←/→) to see all CD model selections. The models differ in physique and height, and these characteristics will affect the beauty of a sequence and the hit points gained. Think about the sequences you want to create, and choose the best body to effectively use and show off those moves.

Important: You must select a body before you can create motions.



NAME

Last of all, you need to name your character. Click on the text box or start typing your name. When done, hit "Enter" or click on "Done".

FINISHING YOUR CHARACTER

Once you have completed all of the above steps, click "Accept" in the lower center or click on the "back" button at the bottom left to erase and reenter the most recently entered data field.

I

was

passing through a wasteland when suddenly my mind drifted...



CHARACTER ABILITIES

Each and every character has six principal characteristics, the character's abilities. These abilities are strength, intelligence, wisdom, dexterity, constitution, and charisma.

You can't be good at everything, so you should pick one or two of your character's stats to excel in. Here's an overview of your stats and how each one is important.

STRENGTH

Strength affects how much damage you do in melee combat, how much you can carry, and whether or not you can use certain items. You can also use it to intimidate some of the non-player characters (NPCs) that you'll meet. If you want to play a combat-based character, put most of your points in Strength.

INTELLIGENCE

Intelligence is an important statistic for spell-casters, as it determines the levels of spells—and how many of them—they can put in their spellbook. Furthermore, a high Intelligence total gives you more dialogue options, helps you retain memories, and gives you a bonus in your Lore percentage (discussed later in this chapter). If your Wisdom is higher than your Intelligence, the game will use the Lore bonus from the higher of the two statistics.

WISDOM

This stat has a lot of repercussions that won't seem obvious at first. It reflects your discipline, willpower, and even your approach. A high Wisdom rating lets you learn more from your experiences.

DEXTERITY

Dexterity gives you speed and bonuses to stealth and thief skills. Essentially, it's a valuable characteristic for both thieves and fighting characters, as the added Armor Class bonus can make it more difficult for enemies to hit you. All of its beneficial effects have already been discussed in the game manual. However, there are points in the game where having a high Dexterity rating will allow you to perform actions unavailable to other characters (such as grabbing someone's hand when they attempt to pickpocket you in dialogue, or snapping someone's neck successfully before they can call the guards).

CONSTITUTION

Constitution is your character's health. It affects how many hit points you start with, how many hit points you get as you go up levels, and even more importantly, how fast you regenerate.

CHARISMA

Charisma gives you additional dialogue options (not as much as Intelligence or Wisdom, but enough to make a difference in a number of situations), and allows you to be more persuasive. Characters with lots of Charisma will have little difficulty convincing others to do something they don't want to do. As an added benefit, your lies (and occasionally, your truths) will be much more powerful, and the rewards for certain tasks will be much greater.

CHARACTER TYPES

Each of the different character types has its advantages. For instance, the Fighters are good at using weapons, but a Magician may have trouble with some weapons. As you learn more about the game, you will find the characters that will work best for you.



THE FIVE ATTRIBUTES

There are five Character Attributes. Each provides bonuses to various abilities and stats.



Belief

Belief represents your confidence in yourself. Activities that require absolute conviction, such as hyper-jump and combat toughness, benefit from a high Belief.



Focus

Focus is your ability to concentrate and manage your performance. Activities that require excellent recall or precise body control, such as sneaking, benefit from a high Focus.



Perception

Perception is your ability to notice subtle changes in your surroundings. Activities that require careful study of an opponent, such as martial arts, benefit from a high Perception.



Reason

Reason represents your problem-solving capability. Activities that require intense logical thought, such as writing code, benefit from a high Reason.



Vitality

Vitality is a measure of your overall physical wellbeing. Health Points, which represent your ability to absorb damage, benefit from a high Vitality.

Paladins are protector classes that desperately want to keep you out of trouble. They do this in a number of both helpful and harmful ways. **Paladin classes** act preemptively to shield you from emotions, pain, and/or shame. These classes order and control your life so you can be liked, loved, and respected.

Defender classes step in to protect you when you are activated or experiencing trauma. **Defenders** rush in and rescue you (and your vulnerable classes) from pain by any means necessary. Their goal is to put out the fires of uncomfortable emotions. They may do this in a number of ways such as soothing, confronting, fighting, numbing, or dissociating.

Before they're hurt, **Mages** are open, playful, and innocent. Because they are sensitive, they get hurt the most by the things that happen to us. When they get hurt, terrified, or feel ashamed and carry these burdens, some of our classes don't want anything to do with them because they make us feel bad all the time. We tend to lock them away.

FOR EVERY CHOICE, A CONSEQUENCE.

You Write the Story

EXAMPLES

Better to
die together...

It's just a little touchy-feely between friends.

YOU DON'T WANT TO DIE
WITHOUT ANY SCARS...DO YOU?

FEW
WILL
SURVIVE.

This is where
they ran me down.

It's just as
stimulating
when you're
killed!

PLAYER 2: FEELS THE STING
OF RAW METAL PARTING HIS
SKIN AND FATTY TISSUE.

THEIR EVERY BREATH
COULD BE YOUR LAST.

For whom ~~you~~ it's feeling

THERE IS NO PEACE.
NOT EVEN IN DEATH.
NOTHING LASTS FOREVER.

"All of a sudden there was this bright light

and I felt my body lifting off the ground. The next morning I had scars all over. I swear some
of my blades are missing. The worst part is, I think they're coming back.

Until death do you part.

PLAYER 2: HEARS THE GRINDING
OF HIS STERILUM AS THE SPIKE
PASSES THROUGH WITH EASE.

the worst foe

no limit for us.

Deathmatch mode

really really nasty

IT'S NOT JUST THE WEAPONS THAT ARE SCARY

WANT SOME ?

got adrift in the cosmos. I flew into the mouth of a beast.

Remember how
fun it was to
torture your
victims when
you were
young?

Is it really just a game?

PLAYER 2 LURCHED FORWARD
AS RUSTY STEEL FOLLOWS OUT
HIS CHEST CAVITY BURNING
HIS INNER ORGANS.

lies within

it's good to play together

It
was just
another
day
in the
third dimension.

SHE'S SMART.
HAS A GREAT PERSONALITY.
AND KNOWS THAT THE WAY TO A
MAN'S HEART
IS THROUGH HIS
STERNUM.

PLAYER 1 DESPITE HIMSELF SMILES.

IF YOU WANT TO
SPANK A STRANGER,
FIRST LEARN TO
PLAY WITH YOURSELF.

This is where
I cried for help.

It's never the same game twice.

IT'S WHO THEY BELONG TO

(SAFETY TIP)

never TRIP ALONE
ALWAYS USE 2 PLAYER MODE

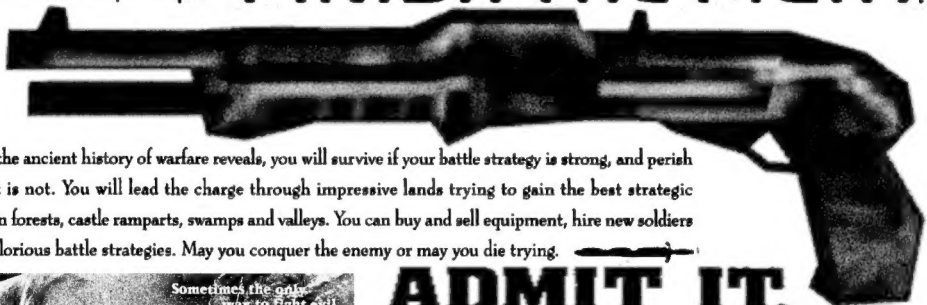
VULGAR DISPLAY OF POWER

There are Demons. The Demons are bad. They stink, they're vicious, they eat human flesh and if they get the chance, they'll show you just how much they like you.

Use your weapons to kill the Demons.

They're a lot smarter and have seen all your tricks, but you're still a smart, pissed-off bitch.

FINISH THE FIGHT.



As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.



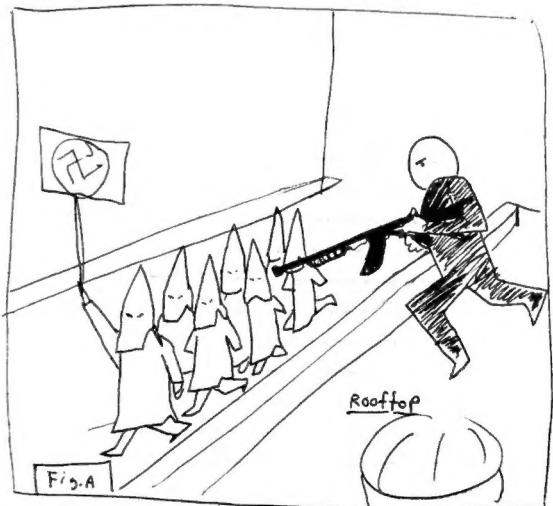
Sometimes the only way to fight evil is to become it.

ADMIT IT.



ボスがみぞまづいたら、
少しうしろへ下がって
上段斬りだ!!

自分の耐久度がゼロに
なると目がとまるよ!

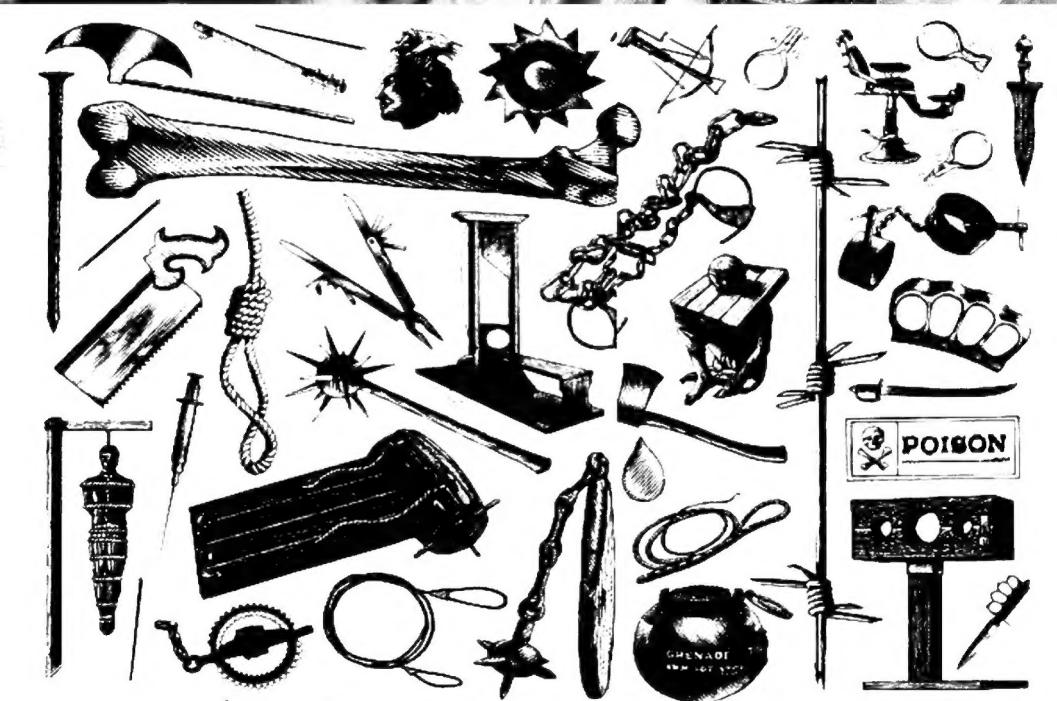
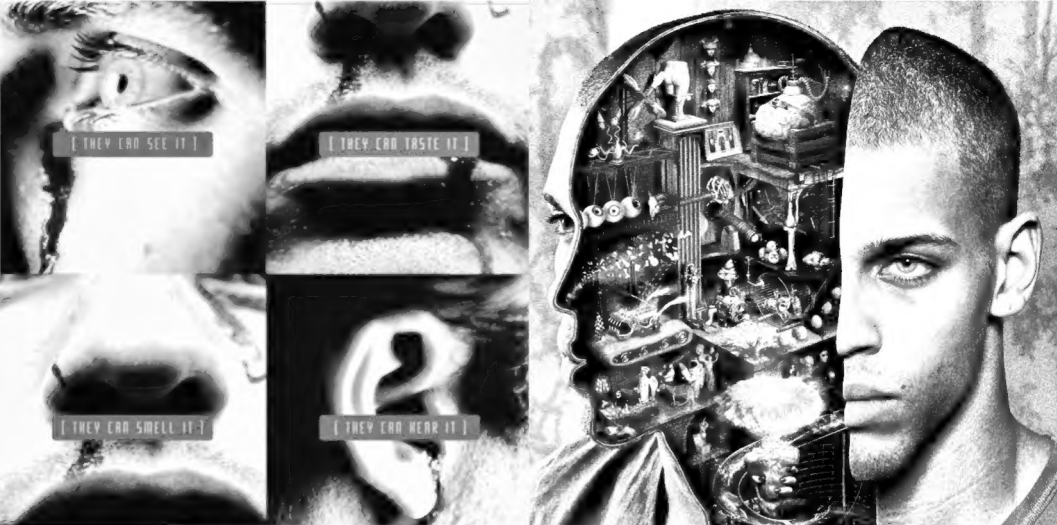


Rooftop

Fig. A



Sometimes you'd feel better if you could just shoot every damn thing in sight.



CHOOSE YOUR WEAPON TO STOP THIS EVIL



KILL BY STEALTH.

Unseen. Unheard. Unstoppable.



During a mission, your safest option is to avoid contact altogether. If the enemy does not see or hear you, he or she will not know you are around, sound alarms, or shoot at you. In some places, if the enemy spots you, you fail the mission. You must learn stealth.

Darkness is your biggest ally during a mission. Notice that all missions take place at night. This limits the amount of light outside and usually allows for darker interiors as well.

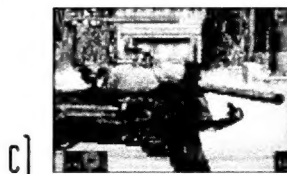
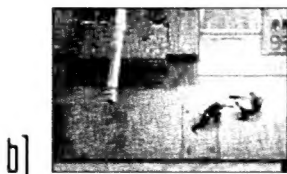
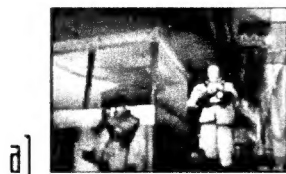
Quietly use your blackjack to take out unsuspecting opponents.



More often, however, the road is dark and silent. You will have tools designed to deceive your enemies, tools which can better keep you out of danger, and tools to help you get into hard-to-reach places.



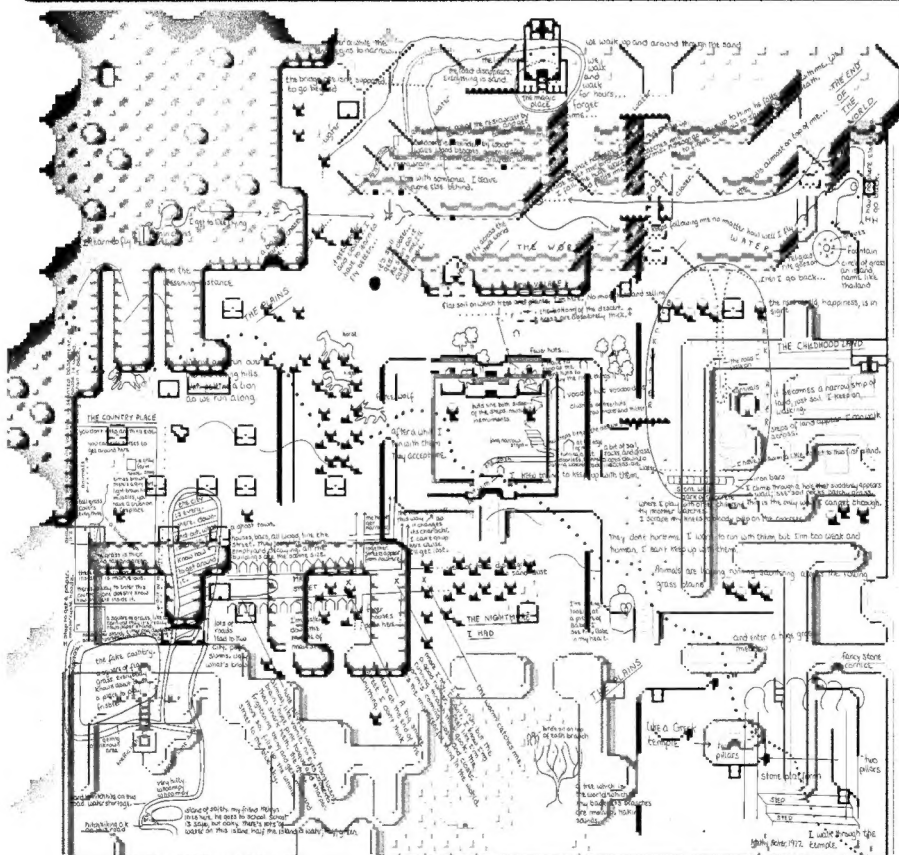
High testosterone levels can be detrimental in which scenario?





We know

Cartography Tips



◆Check Your Surroundings ◆Draw the Walls

DOWN WITH THE SICKNESS

TRAUMA+CENTER

Take care of yourself.

Your sanity is an important part of the game, and it is vital that you keep track of it. If it becomes too low, you will get both physical and mental problems, some of which can be very unpleasant. Your sanity is lowered, if you witness disturbing events, look too long at a gruesome creature or stay in the dark (more on this below). The only way to increase your sanity is by completing puzzles and other obstacles. This makes it very important that you take care of it, as you never know when you might be able to replenish it.

Ailments can be inflicted by certain attacks, and change the behavior of any character under their effects. Once they've got a status, a character won't be able to engage in all or some of their normal actions, and they'll suffer from various handicaps.



Even a hero out to save the world can get homesick. After all, this is the longest you've ever been away from home. The best cure for those bouts of loneliness is the gentle voice of your understanding mom. The great thing is, she's just a phone call away.

ATTRACT	Can't move 50% of the time
BURN	Loses Attack strength and HP each turn
CONFUSE	Sometimes attacks itself
FANT	Can no longer battle
FLINCH	Can't move during its turn (once)
FREEZE	Can't use moves
PARALYZE	Can't move 25% of the time
POISON	Loses Attack strength and HP each turn
SLEEP	Can't use moves

Post traumatic Stress Disorder: Occurring after an individual is exposed to a disturbing event outside the realm of human experience. Prevalence is as high as 60 percent amongst combat veterans. The individual re-experiences the event through intrusive recollection or nightmares (flashbacks), or intense distress when exposed to reminders of the event. The patient may have feelings of detachment, amnesia, restricted affect or active avoidance of thoughts (and emotional numbing) that may be reminders of the trauma.

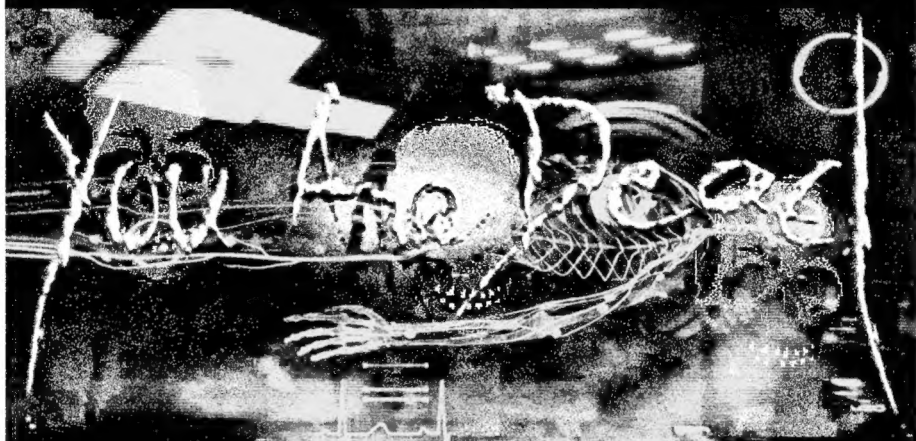


Wiping secretions

The end had come!



**An extraordinary spectacle !
YOU'RE SUCKED DOWN FOR ETERNITY**



Meditation on inevitable death should be performed daily. Every day when one's body and mind are at peace, one should meditate upon being ripped apart by arrows, knives, spears and swords, being carried away by surging waves, being thrown into the midst of a great fire, being struck by lightning, being shaken to death by a great earthquake, falling from thousand-foot cliffs, dying of disease or committing seppuku at the death of one's master. And every day without fail one should consider oneself as dead.

WARNING! There's no turning back at this point. Be absolutely sure you're ready to advance.

■ CONTINUE

EXIT